IN THE CLAIMS:

Please cancel claims 1-12 and add claims 13-24 as follows:

1-12 (Canceled)

13. (New) An image processing device comprising:

a first reading device for reading compressed image data, each of which are compressed into blocks in advance, from a memory;

a decoder for decoding the compressed image data in units of blocks so as to decompress image data;

a first storage device that is given a priority in a write operation rather than a read operation and is incapable of simultaneously performing the write operation and the read operation;

a writing device for writing the decompressed image data into the first storage device;

a second reading device for reading the image data from the first storage device;

a second storage device that is given a priority in a read operation rather than a write operation and is incapable of simultaneously performing the read operation and the write operation;

a control device for performing prescribed processing on the image data from the first storage device so as to produce processed image data, which are then written into the second storage device; and

a display device for reading the processed image data from the second storage device, thus displaying an image based on the processed image data, wherein

the first storage device serves as a first-in-first-out memory and is controlled by way of the writing device and the second reading device.

14. (New) An image processing device comprising:

a sprite attribute table for storing sprite attributes;

a first reading device for reading compressed image data, each of which are compressed into blocks in advance, from a memory by referring to the sprite attribute table;

a decoder for decoding the compressed image data in units of blocks so as to decompress sprite pattern data;

a first storage device that is given a priority in a write operation rather than a read operation and is incapable of simultaneously performing the write operation and the read operation;

a writing device for writing the sprite pattern data into the first storage device;

a second reading device for reading the image data from the first storage device;

a second storage device that is given a priority in a read operation rather than a write operation and is incapable of simultaneously performing the read operation and the write operation;

a control device for performing prescribed processing on the sprite pattern data read from the first storage device by referring to the sprite attribute table so as to produce processed image data, which are then written into the second storage device; and

a display device for reading the processed sprite pattern data from the second storage device, thus displaying an image based on the processed sprite pattern data, wherein

the first storage device serves as a first-in-first-out memory and is controlled by way of the writing device and the second reading device.

15. (New) An image processing device according to claim 13, wherein the prescribed processing corresponds to rendering actualizing at least one of magnification, reduction, rotation,

and deformation with respect to the image data.

16. (New) An image processing device according to claim 13, wherein the prescribed processing corresponds to rendering actualizing at least one of magnification, reduction, rotation, and deformation with respect to the sprite pattern data.

17. (New) An processing method comprising:

reading compressed image data, which are compressed in advance into blocks, from a memory by referring to a sprite attribute table storing sprite attributes;

decoding the compressed image data in units of blocks so as to decompress sprite pattern data;

writing the sprite pattern data into a first storage device that his given an priority in a write operation rather than a read operation and is incapable of simultaneously performing the write operation and the read operation;

reading the sprite pattern data from the first storage device;

performing prescribed processing on the sprite pattern data read from the first storage device by referring to the sprite attribute table so as to produce processing sprite patter data, which are then written into a second storage device that is given a priority in a read operation rather than a write operation, and is incapable of simultaneously performing the read operation and the write operation; and

reading the processed sprite pattern data from the second storage device, thus displaying an image based on the processed sprite pattern data, wherein the first storage device serves as a first-in-first-out memory and is controlled by way of the writing device and the second reading device.

18. (New) An image processing device comprising:

a decoder for decoding compressed image data, each of which are compressed in advance, so as to decompress image data;

a first storage device that is given a priority in a write operation rather than a read operation and is incapable of simultaneously performing the write operation and the read operation;

a writing device for writing the decompressed image data into the first storage device;

a reading device for reading the image data from the first storage device;

a second storage device that is given a priority in a read operation rather than a write operation and is incapable of simultaneously performing the read operation and the write operation;

a control device for performing prescribed processing on the image data read from the first storage device so as to produce processing image data, which are then written into the second storage device; and

a display device for reading the processed image data from the second storage device, and displaying an image based on the processed image data, wherein

the display device waits for a write access to the first storage device to be made by the writing device, and starts making a read access to the second storage device when the writing devce started making the write access to the first storage device.

19. (New) An image processing device comprising:

a sprite attribute table for storing sprite attributes;

a decoder for decoding the compressed image data, which are compressed in advance, by referring to the sprite attribute table so as to decompress sprite pattern data;

a first storage device that is given a priority in a write operation rather than a read

operation and is incapable of simultaneously performing the write operation and the read operation;

a writing device for writing the sprite pattern data into the first storage device;

a reading device for reading the sprite pattern data from the first storage device;

a second storage device that is given a priority in a read operation rather than a write operation and is incapable of simultaneously performing the read operation and the write operation;

a control device for performing prescribed processing on the sprite pattern data by referring to the sprite attribute table so as to produce processed sprite pattern data, which are then written into the second storage device; and

a display device for reading the processed sprite pattern data from the second storage device, thus displaying an image based on the processed sprite pattern data, wherein

the display device waits for a write access to the first storage device to be made by the writing device, and starts making a read access to the second storage device when the writing device started making the write access to the first storage device..

20. (New) An image processing device according to claim 18, wherein the display device compulsorily makes the read access to the second storage device at a timing allowing one line of data to be read out in a horizontal display period in which the write access is not made to the first storage device.

21. (New) An image processing device according to claim 19, wherein the display device compulsorily makes the read access to the second storage device at a timing allowing one line of data to be read out in a horizontal display period in which the write access is not made to the first storage device.

22. (New) An image processing device according to claim 18, wherein the prescribed processing corresponds to rendering actualizing at least one of magnification, reduction, rotation, and deformation with respect to the image data.

23. (New) An image processing device according to claim 18, wherein the prescribed processing corresponds to rendering actualizing at least one of magnification, reduction, rotation, and deformation with respect to the sprite pattern data.

24. (New) An image processing method comprising:

decoding the compressed image data, which are compressed in advance, by referring to a sprite attribute table storing sprite attributes so as to decompress sprite pattern data;

writing the sprite pattern data into a first storage device that his given an priority in a write operation rather than a read operation and is incapable of simultaneously performing the write operation and the read operation;

reading the sprite pattern data from the first storage device;

performing prescribed processing on the sprite pattern data by referring to the sprite attribute table so as to produce processing sprite patter data, which are then written into a second storage device that is given a priority in a read operation rather than a write operation, and is incapable of simultaneously performing the read operation and the write operation; and

reading the processed sprite pattern data from the second storage device, thus displaying an image based on the processed sprite pattern data, wherein after waiting for a write access to the first storage device, a read access is made to the second storage device when the write access is made to the first storage device.